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The Batmobile that starred in *Batman Forever*.

4 UNDER THE HOOD
Discover the hi-tech gadgets of this iconic vehicle.

10 LEGENDS OF THE DARK KNIGHT
The *Batman* comics of 1995 are explored.

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BATMAN™ FOREVER

FOLLOWING HOT ON THE HEELS of 1992's *Batman Returns*, *Batman Forever* revamped the Caped Crusader, bringing a more comic and lighter tone to the Dark Knight's adventures. The blockbuster movie featured two super villains – the Riddler and Two-face – a reimagined Gotham City and of course, a new Batmobile...

THE BATMOBILE IN ACTION

MOVING SIDEWAYS

Ambushed by Two-Face's gang, Batman is forced to drive through Gotham City's tunnels towards a disguised Two-Face. Dressed as an old lady with a pram, Two-Face causes the Batmobile to grind to a halt, before the villain throws off his disguise and reveals he's holding a rocket launcher. Knowing that the Batmobile can not survive a direct hit, Batman quickly initialises the sideway driving mode and narrowly avoids the oncoming rocket.

SCALING GOTHAM CITY

Having avoided the trap set by Two-Face, Batman finds himself set upon by multiple cars, each sporting machine guns. Despite the Batmobile being bullet proof, the lives of innocent Gotham citizens are at risk if the chase continues, and so Batman utilises his secret weapon. Deliberately driving down a dead end alley, Batman re-routes the jet exhausts under the car and fires a grappling hook to the top of a building. The Batmobile accelerates vertically, driving up the side of the skyscraper.

BATMAN FOREVER

Rising dramatically from the ground on a concealed platform, the newly designed Batmobile takes centre stage in the opening sequence of the 1995 movie.

As Batman jumps into the car, his faithful butler, Alfred, asks him if he needs to take a sandwich, to which Batman coolly responds "I'll get drive-through." Batman then races out of the Batcave and heads towards Gotham City's Second National Bank, where a crazed Two-Face is attempting to steal the bank vault.

The next scene in which the Batmobile appears sees the Dark Knight ambushed by Two-Face's gang as he patrols the streets of Gotham.

With two cars giving chase, Batman is forced to utilise the Batmobile's unique steering system to avoid a rocket being fired by Two-Face, before he is chased down a dead-end alley. Seemingly trapped the Batmobile uses its grapple system to scale the adjacent building and escape the encounter virtually unscathed.

The Batmobile then makes one final trip out of the Batcave, when the young Dick Grayson discovers Bruce Wayne's secret and takes the car out for a ride.

The Batmobile is recovered by Batman, but is subsequently destroyed by the Riddler during his attack on Wayne Manor.

FANTASY FUELLED

Just a few weeks before *Batman Forever* hit the big screen, the movie's story went full circle with comic creator and *Batman* legend Dennis O'Neil providing the official comic adaptation.

OFFICIAL ADAPTATION

BACK TO THE COMIC PAGE

As with the previous Warner Bros.' Batman movies, DC Comics were charged with producing an official comic adaptation of the film. Developed by writer Dennis O'Neil with art provided by Michal Dutkiewicz and Scott Hanna, the comic was published shortly before the movie made its way to the big screen. As is to be expected, the comic didn't deviate too much from the movie script. It introduced the movie version of Robin and featured the Dynamic Duo battling Two-Face and the Riddler. The villains, who were planning to use the Riddler's latest invention to enslave the minds of Gotham City's residents, were eventually defeated but only after the Riddler discovered Batman's secret identity.

Despite weighing in at 64-pages, the comic adaptation did manage to include a scene that was left on the movie's cutting room floor. The comic opened with a scene inside Arkham Asylum, showing that Two-Face had escaped captivity and killed a guard. Other notable differences included the comic version of the Batmobile with red – rather than blue – under glow lights and that the entire Batmobile chase scene, in which the car uses its four-wheel steering and grappling hook, is truncated. Chased by Two-Face's gang, the Batmobile simply jumps off a bridge to escape the encounter.

CONCEPT DESIGNS

Built with a 350 cubic-inch high-performance engine, this version of the Batmobile could reach speeds close to 330 mph. The body was made from carbon-fiber making it incredibly strong and light. As with previous movie Batmobiles, this vehicle had a rear jet exhaust, which could shoot twenty-five-foot-long flames and generate enough heat to be felt more than a hundred feet away.

SPEED MACHINE

With its organic looking body, large wing-like tail fins and the ability to scale the buildings of Gotham City, the *Batman Forever* Batmobile was the vehicular embodiment of the Dark Knight.

Designed and constructed by Bruce Wayne, this version of the Batmobile retains the powerful jet engine from its predecessor but replaces the sleek aircraft body with a carbon-fiber ribbed frame, that exposes the vehicle's neon-lit engine. This design choice gives the vehicle a unique organic look that complements the 'theatrical' nature of the Dark Knight. Just as Batman needs to become more than a man to strike fear into the hearts of superstitious criminals, the Batmobile must be more than a car, it too needs to be a creature of the night.

Built primarily for speed and manoeuvrability, this Batmobile features a tail fin that can separate in two. The single tail fin allows for stability at high speeds, while the twin tail fin structure affords the Batmobile greater control at lower speeds. Working in tandem with the four wheel steering system, the tail fin structure allows the Batmobile to make quick and accurate turns at speeds of up to 330 mph. This unique steering system also allows the Batmobile to turn all four wheels to 90° and travel sideways. Although the vehicle has to come to a virtual stop to utilise this mode, it can quickly reach speeds in excess of 50 mph while travelling sideways.

In addition to the four wheel steering, the vehicle utilises a unique jet exhaust system that allows the engine's thrust to be directed under the car. The exhausts positioned under the vehicle can be redirected forwards or backwards, to allow the car to perform different types of jumps. Not only can the vehicle jump clear over obstacles or road blocks, it can also position it self on just the rear wheels, performing a wheelie. Used in conjunction with the forward facing grappling hooks (housed in the nose of the vehicle) this manoeuvre allows the Batmobile to haul itself up vertical surfaces.

Lacking any real offensive systems the Batmobile relies on its bullet-proof body and windscreen to survive direct confrontation. Despite being highly durable, the Batmobile is vulnerable to explosive damage.

SPECIFICATIONS

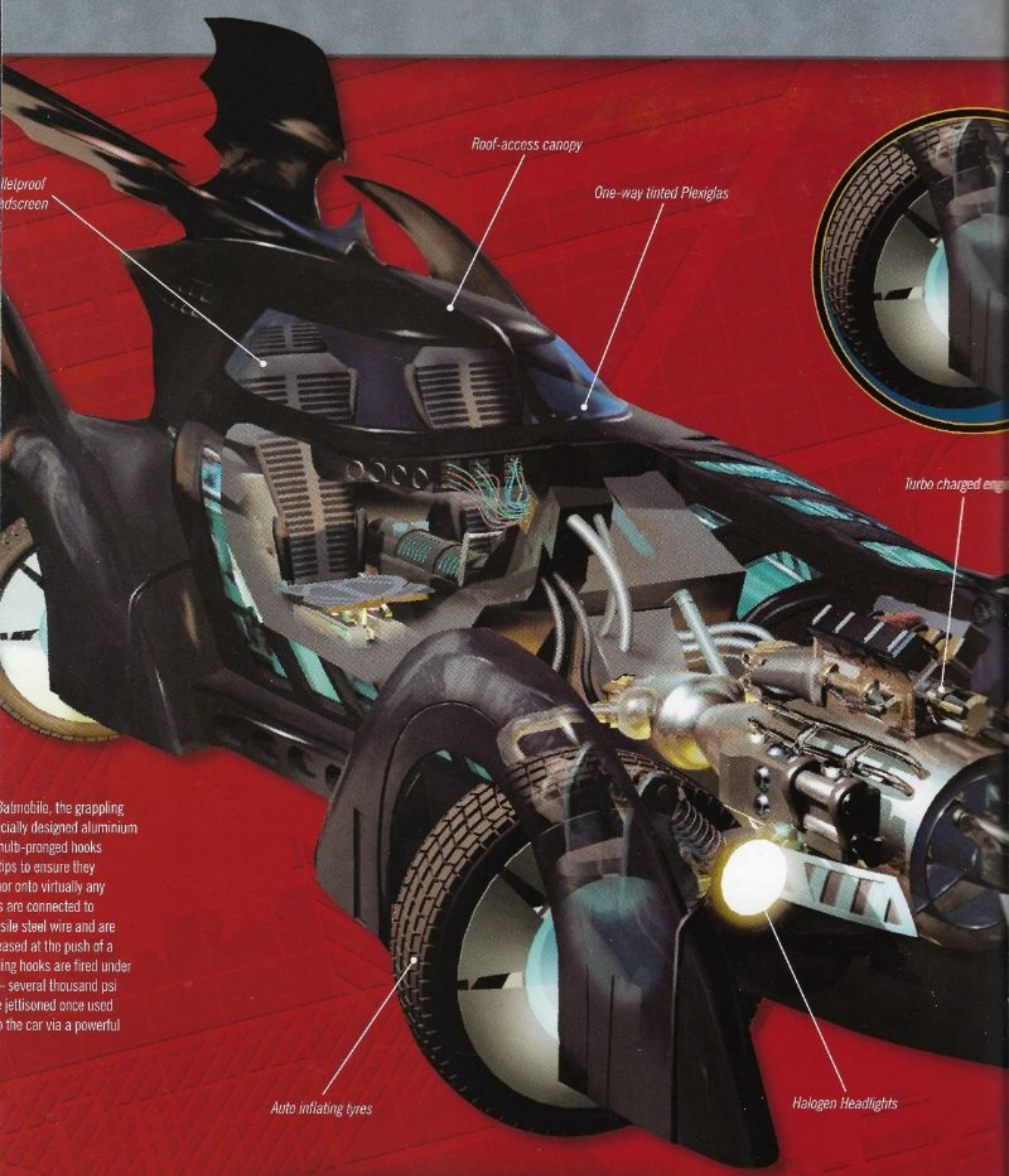
LENGTH 300 in (7.62 m)
WIDTH 94.4 in (2.39 m)
HEIGHT 126 in (3.2 m)
WHEELBASE 118 in (2.99 m)
MAXIMUM SPEED 330 mph with booster
ENGINE High-performance, off-road engine
FUEL The jet engine on the back of the car is fed by propane tanks

SPECIAL FEATURES

INTEGRATED SAFETY CONNECTION
JET ENGINE Able to be re-routed under the vehicle to allow boosted 'jumps'
GRAPPLING HOOK
SHOCK ABSORBERS
ADJUSTABLE AERODYNAMIC TAIL FINS
VOICE COMMAND RECOGNITION SYSTEM
CARBON-FIBER BODY

GRAPPLING HOOK

Located in the nose of the
hooks are housed in sp
casings. Each of the
comes with barbed
penetrate and anc
surface. The hook
spools of high-te
pneumatically re
button. The grapp
extreme pressure
– and can either b
or retracted back in
motorised wince.

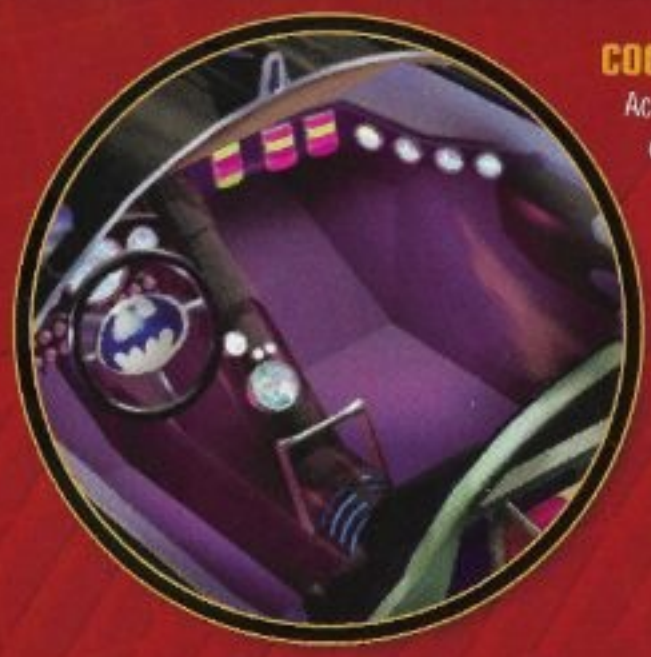


lletproof
adscreen

Batmobile, the grappling
cially designed aluminium
nulti-pronged hooks
tips to ensure they
or onto virtually any
s are connected to
sile steel wire and are
eased at the push of a
ing hooks are fired under
– several thousand psi
e jettisoned once used
o the car via a powerful

FOUR WHEEL STEERING

This version of the Batmobile includes a unique and highly advanced four wheel steering system that greatly improves the steering response, as well as increasing the car's stability at high speed. The system allows all four of the vehicle's wheels to rotate and lock at 90° perpendicular to its centre line. Once this mode is activated, the vehicle can travel sideways at high-speeds. This feature can not be activated while the Batmobile is already in motion.



COCKPIT

Accessed via a sliding canopy, th
cockpit features a vast array of
including an advanced Globa
System and front and rear-v
The Batmobile also comes
a vehicle identification disp
diagnostic computer and a
cluster that houses the gra
jet booster activation button

90° rotating wheel

Grappling hook

Carbon-fiber body

Shock absorbers

Instrument panel with GPS navigation

Two pe

High performance racing steering wheel

Neon blue under lighting

Air intake

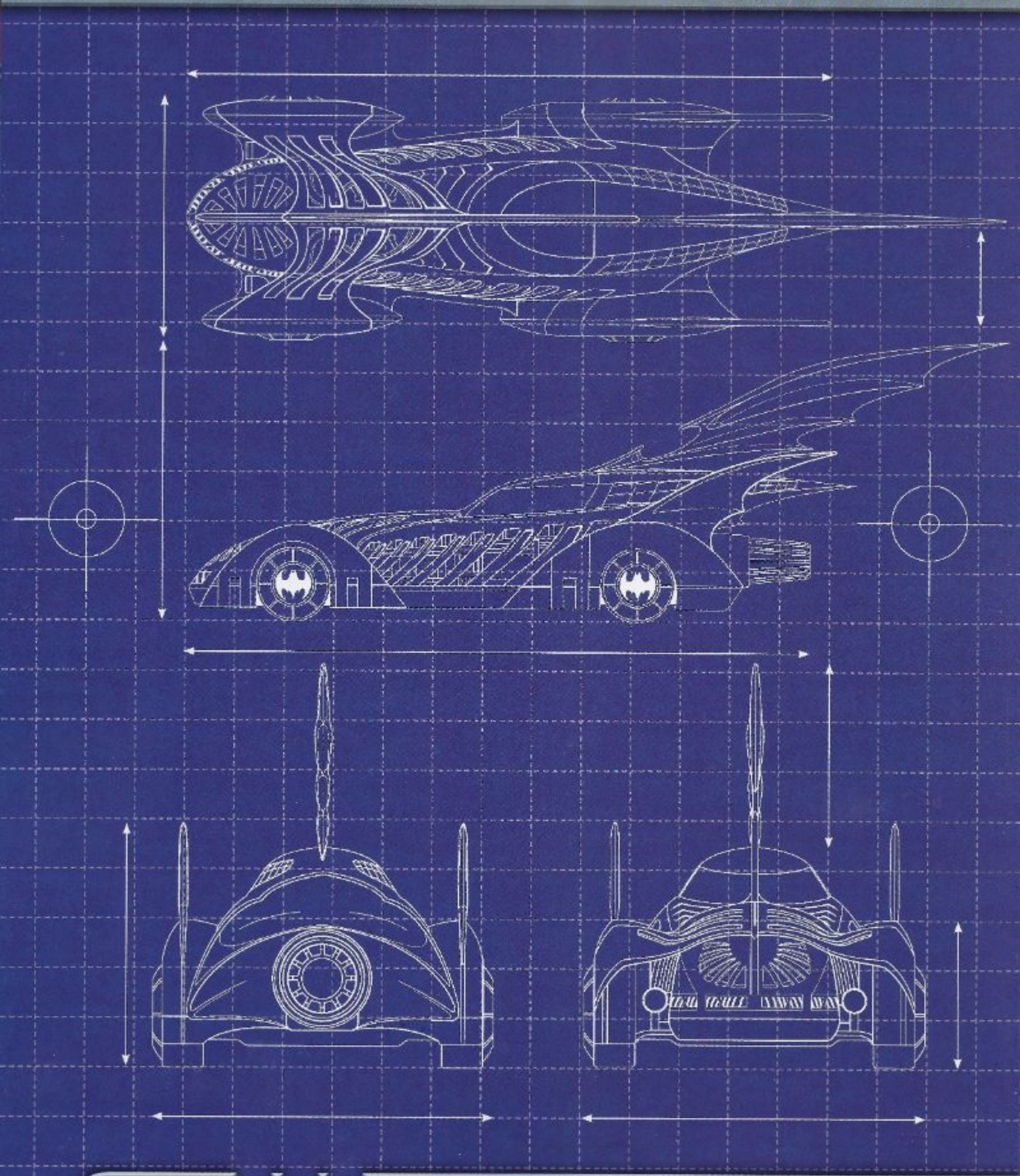
Non-spinning Bat symbol hubs

wo seat
i-tech displays,
ositioning
w monitors.
mplete with
y, system
stom gauge
ling hook and

on cockpit

JET BOOSTERS

The thrust from the Batmobile's jet turbine engine can be re-routed from the rear to twin exhausts underneath the forward chassis of the vehicle. This allows the car to exert of vertical thrust which can be directed at various angles, allowing the Batmobile to make directional 'jumps'.



BATMAN'95

The Dark Knight was everywhere in 1995, headlining a range of DC titles and a movie blockbuster. Was this Batman's biggest year ever?

Above: Scarecrow prepares to escape from Arkham Asylum.
Below right: The Riddler returned with his own mischievous groupies – Query and Echo.

Batman's domination of the DC Universe was well established by the mid-'90s, with the Dark Knight headlining a range of titles. As well as perennial favourites *Detective Comics* and *Batman* the Caped Crusader's adventures encompassed the ongoing *Batman: Legends of the Dark Knight*, *Batman: Shadow of the Bat* and such limited series as *Batman: Gotham Knights*, *Batman Chronicles* and *Manbat*. Some intriguing one-shots appeared too, including *Batman: Riddler* and *Batman versus Predator: Bloodmatch*, in which Batman enlisted the help of feisty Gotham super hero the Huntress in taking out the alien bounty hunter. The same year, the graphic novel *Mitefall* was also published. Starring none other than Bat-Mite, the imp-like character created in 1959 by legendary *Batman* writer Bill Finger, the story featured a reformed villain's journey to Mite-World in order to defeat Bane-Mite. Written by Alan Grant with art by Kevin O'Neill, *Mitefall* was a dark and somewhat satirical take on the classic 1993 *Knightfall* story arc, in which the villain Bane breaks Batman's back.

RIDDLE ME THIS

The year also saw *Batman/Judge Dredd: The Ultimate Riddle*, the third crossover to team the Caped Crusader with the implacable future cop. The science fiction-themed story united the not wholly dissimilar guardians of the law in an inter-dimensional plot concocted by the flamboyant Riddler – another Bill Finger-created character. A modest hit on both sides of the Atlantic, *The Ultimate Riddle* inspired a fourth and final pairing, *Batman/Judge Dredd*: Die Laughing "Die Laughing" in 1998.

It wasn't the Riddler's only appearance of 1995. Released in June, *Batman Forever* was the third in the juggernaut *Batman* movie franchise, teaming the Riddler with Harvey Dent, aka Two-Face in a crazy scheme to siphon the contents of Gotham's brightest brains.

Despite a mixed reaction from critics the movie still out-grossed 1992's popular *Batman Returns*, paving the way for *Batman & Robin* in 1997.

Batman's staple villains cast a long shadow over his 1995 comic book

Above: Batman's quest to find and capture Killer Croc leads him to the Florida swamps where he is confronted by the mysterious Swamp Thing.

output, with old enemies Two-Face, the Riddler, the Scarecrow and (of course) the Joker lining up to battle the Caped Crusader. It was also a year that took the cowled crime fighter far from Gotham City's concrete canyons to the swamps of Houma, Louisiana. "Fast Train To The Wet Dark" and "Swamp Things" (*Batman* #521-522) was a story with a twist in the prehensile tail as reptilian super-villain Killer Croc escaped from Arkham Asylum, drawn to Louisiana by a mysterious force. The 'force' turned out to be Swamp Thing. Revealing that Killer Croc was no longer a threat to society but had devolved into a primitive creature seeking only food, shelter and sleep, Swamp Thing persuaded a reluctant Batman to allow him to remain.

Killer Croc wasn't the only Arkham Asylum escapee. October's "Dark Wings Fly Away In Fear" (*Batman* #523) focused on the Scarecrow, who used his freedom to launch a murderous campaign of

Above: Nightwing travelled to England in search of former butler and confidant, Alfred Pennyworth.

vengeance against those who had tormented him as a teenager. Batman thwarted two of the three attacks, pursuing Scarecrow to a horror-themed fun house where he ripped off his hood and knocked him cold. But Scarecrow was back in *Batman Annual* #19, a story that delved deeper into the past of his alter ego, former professor of psychology Jonathan Crane – dismissed after an experiment in the psychology of fear resulted in the injury of a student. Armed against Scarecrow's fear toxin, Batman again defeated the villain and returned him to Arkham Asylum, where Scarecrow shared cell space with legendary villains the Joker and Two-Face.

ON WINGS OF NIGHT

1995 also heralded a more prominent role for the darker incarnation of the sidekick formerly known as Robin. The name 'Nightwing' originated in *Superman* #158, "Superman In Kandor" (1963) in which the Man of Steel posed as a fictitious super hero, Krypton's equivalent of Batman. Dick Grayson's first outing as Nightwing was in *Tales of the Teen Titans* #44 (1984). Following the reality-warping *Crisis On Infinite Earths* series in 1985, Nightwing was reinvented as the name of a legendary Kryptonian crime fighter and the inspiration for Grayson's image revamp. A July 1995 one-shot, *Nightwing: Alfred's Return*, took Grayson to England in search of Batman's former butler, Alfred Pennyworth. Returning to Gotham City, Nightwing and Alfred foiled a plot to destroy the Channel Tunnel. It was sufficiently popular to spawn a four-part *Nightwing* limited series, running from September to December of 1995, followed by a solo *Nightwing* book in 1996.

1995 was perhaps a year that focused more on the peripheral characters in Batman's life rather than heralding major developments for the Caped Crusader himself. But big changes were afoot, beginning with a fateful return to the Justice League.

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#400

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The Batmobile from the
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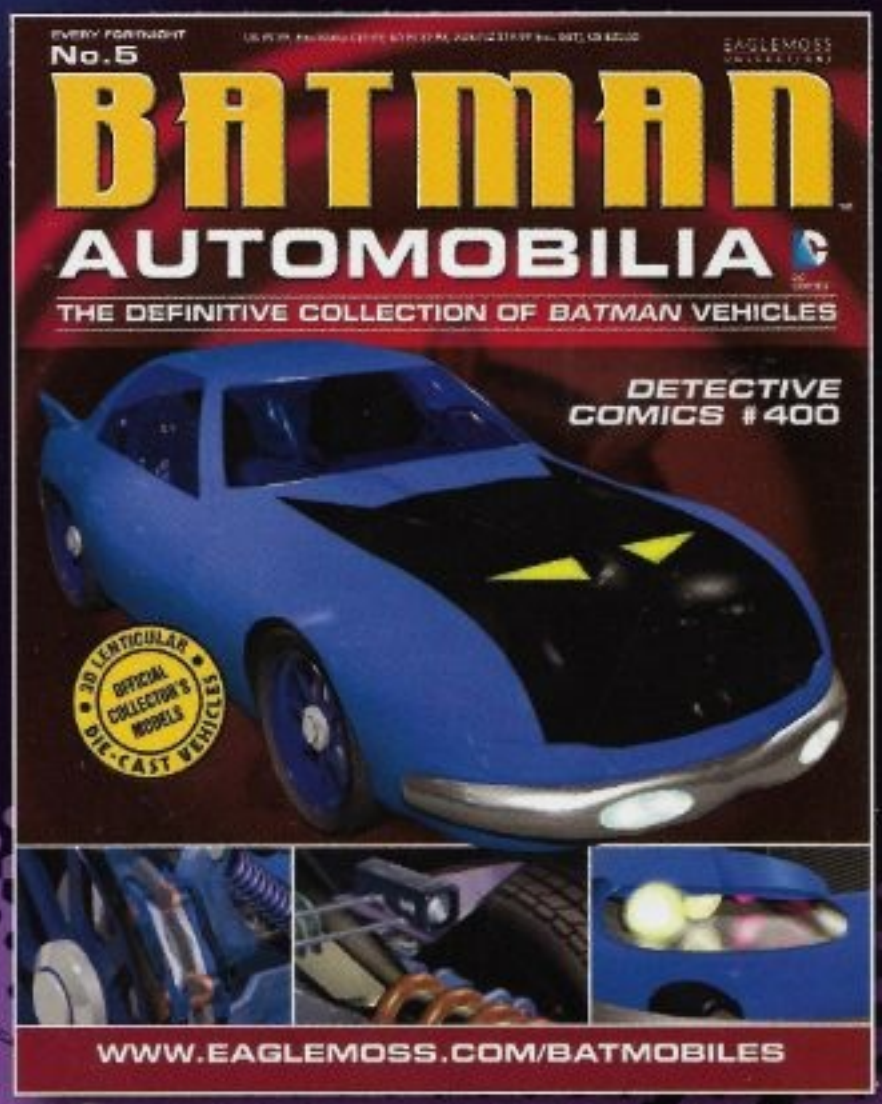

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